


Class: \_\_\_\_\_

Grade: \_\_\_\_\_

## Rubric: Spirit Week 2018 The HALL Games

Spirit Week Hall Decorating RUBRIC. Game On! Homecoming 2018, Roll With The RAMS. Salem RAMS vs. Glassboro BULLDOGS. Judging will take place on Friday, 9/28. The winners will be announced at the PEP RALLY on Friday, 10/5.

The HALL WARS					 Powered by iRubric™
	<b>Excellent 4 pts</b>	<b>Good 3 pts</b>	<b>Fair 2 pts</b>	<b>Poor 1 pts</b>	<b>SCORE (N/A)</b>
<b>Class Slogan</b> Communicates theme of Game On! Homecoming 2018, Roll With The RAMS & Salem Rams. Includes class name/grade and/or year.	<b>Excellent</b>  Slogan is catchy & creative, and communicates theme, homecoming & Salem RAMS fully.	<b>Good</b>  Slogan is catchy and communicates theme, homecoming and/or Salem RAMS.	<b>Fair</b>  Slogan Is average & common in communicating theme, homecoming and/or Salem RAMS.	<b>Poor</b>  Slogan DOES NOT reflect theme, homecoming or Salem RAMS.	SCORE
<b>Craftmanship</b> Good use of visuals & lettering.	<b>Excellent</b>  Exceptionally attractive. Well constructed and neat. Craftmanship/skills are excellent.	<b>Good</b>  Attractive in terms of neatness. Good construction and not very messy. Craftmanship/skills are good.	<b>Fair</b>  The hall is acceptably attractive though it may be a bit messy. Craftmanship/skills are average.	<b>Poor</b>  Distractingly messy Craftmanship/skills are poor.	SCORE
<b>Originality</b> "Most Creative"	<b>Excellent</b>  Exceptional use of new ideas and originality to create the Hallway.	<b>Good</b>  Good use of new ideas and originality to create the Hallway.	<b>Fair</b>  Average use of new ideas and originality to create the Hallway.	<b>Poor</b>  No use of new ideas and originality to create the Hallway.	SCORE
<b>Spirit Theme</b> Fun, eye-catching, communicates Game On! Homecoming 2018 Roll With The RAMS & Salem RAMS.	<b>Excellent</b>  Hallway has catchy decorations and communicates theme fully	<b>Good</b>  Hallway has good communication of Spirit theme.	<b>Fair</b>  Hallway is average and common in it's theme	<b>Poor</b>  Hallway does not communicate theme	SCORE
<b>Visual Impact</b> "Best Overall"	<b>Excellent</b>  "In Awe!" "Fabulous"	<b>Good</b>  "Job well done!" "Nice job!"	<b>Fair</b>  "Good, I can see where they were going with the theme."	<b>Poor</b>  "What?" "I don't get it!"	SCORE

Comments:

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